

THAT WHICH IS CLAIMED IS:

1. A gaming apparatus comprising:

a gaming device having game playing means;

a game data player coupled to said gaming device;

a game data collector forming a plurality of game data files defining a game; and

an authoring system responsive to game designer inputs to form game data files used by said game data collector in forming said plurality of game data files,

said game data files being transferred from said game data collector to said game data player and said game data player producing a set of instruction commands from said game data files for causing said gaming device to play said game.

2. The gaming apparatus set forth in claim 1 wherein said gaming device is a slot machine.

3. The gaming apparatus set forth in claim 2 wherein said authoring system includes:

a set of game authoring software tools executable on a personal computer;

a plurality of game scripts selectable by inputs to said computer; and

a game simulator coupled to said game data collector for causing said personal computer to simulate play of said game.

4. The gaming apparatus set forth in claim 3 wherein said game data collector includes means for adding a first level security code to said game data files and wherein said game data player includes means for validating said data files in response to said first level security code.

5. The gaming apparatus set forth in claim 4 wherein said game data collector includes data compression means compressing said first level security code and said data files and wherein said game data player includes decompression means for decompressing said first level security code and said game data files.

6. The gaming apparatus set forth in claim 5 wherein said game data collector includes means for adding a second level security code following data compression and wherein said game

data player includes means for validating said second level security code prior to decompression.

7. A gaming apparatus comprising:

a game authoring system forming game design files defining an game;

a game data collector coupled to said authoring system compiling said game design files into game data files;

a gaming device; and

a game data player coupled to and controlling said gaming device, said game data player receiving said game data files and converting said data files to a set of commands operative upon said gaming device to play said game.

8. The gaming apparatus set forth in claim 7 wherein said gaming device is a slot machine.

9. The gaming apparatus set forth in claim 8 wherein said authoring system includes:

a set of game authoring software tools executable on a personal computer;

a plurality of game scripts selectable by inputs to said computer; and

a game simulator coupled to said data collector for causing said personal computer to simulate play of said game.

10. The gaming apparatus set forth in claim 9 wherein said game data collector includes means for adding a first level security code to said game data files and wherein said game data player includes means for validating said game data files in response to said first level security code.

11. The gaming apparatus set forth in claim 10 wherein said game data collector includes data compression means compressing said first level security code and said game data files and wherein said game data player includes decompression means for decompressing said first level security code and said game data files.

12. The gaming apparatus set forth in claim 11 wherein said game data collector includes means for adding a second level security code following data compression and wherein said game data player includes means for validating said second level security code prior to decompression.

13. A method of producing game apparatus comprising the steps of:

designing a set of game files defining a game;

collecting said set of game files to form an ordered set of game data files;

transferring said set of game data files to a game data player;

forming an interpretive instruction table using said game data player in response to said game data files; and

operating a gaming device in response to said game data player using said instruction table to provide sequentially interpreted commands for said gaming device.

14. The method set forth in claim 13 wherein said collecting step includes the step of adding a first level security code and wherein said step of forming includes the step of reading and validating said first level security code.

15. The method set forth in claim 14 wherein said collecting step includes the step of data compression following

said adding step and wherein said step of forming includes the step of data compression prior to said step of reading and validating.

16. The method set forth in claim 15 wherein said collecting step includes the step of inserting a second level security code after said step of data compression and wherein said step of forming includes the step of verifying said second level security code prior to said step of data compression.

17. The method set forth in claim 13 further including the step of simulating game play following said collecting step.

18. A method of producing game apparatus comprising the steps of:

designing a plurality of game design file sets each defining one of a plurality of games;

collecting each of said sets of game design files to form an ordered plurality of game data file sets;

providing a gaming device;

providing a game data player coupled to said gaming device;

forming an instruction table for interpretation, using said game data player in response to a selected one of said game data file sets; and

operating said gaming device under interpretive control of said game data player using said instruction table for interpretation to provide sequentially interpreted commands for said gaming device to play the game corresponding to said selected one of said game data file sets,

said game data player and said plurality of game data file sets being compatible such that each of said game data file sets may be used by said game data player to play the games corresponding thereto.

19. The method set forth in claim 18 wherein said collecting steps includes the step of adding a first level security code and wherein said step of forming includes the step of reading and validating said first level security code.

20. The method set forth in claim 19 wherein said collecting step includes the step of data compression following said adding step and wherein said step of forming includes the step of data compression prior to said step of reading and validating.

21. The method set forth in claim 20 wherein said collecting step includes the step of inserting a second level security code after said step of data compression and wherein said step of forming includes the step of verifying said second level security code prior to said step of data compression.

22. The method set forth in claim 18 further including the step of simulating game play following said collecting step.

23. The method set forth in claim 13 wherein said collecting step includes the steps of:

tokenizing said game data files by preprocessing said game files; and

parsing said game data files into tokens.